

An Optimal Real-Time Voltage and Frequency Scaling for Uniform Multiprocessors

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Motivation

Chip multiprocessors are the way to deal with increasing computational load in embedded real-time systems

- Power consumption, heat dissipation, and other physical constraints render single processors impractical

Power consumption is a concern in battery-powered real-time systems

- battery life time
- battery weight



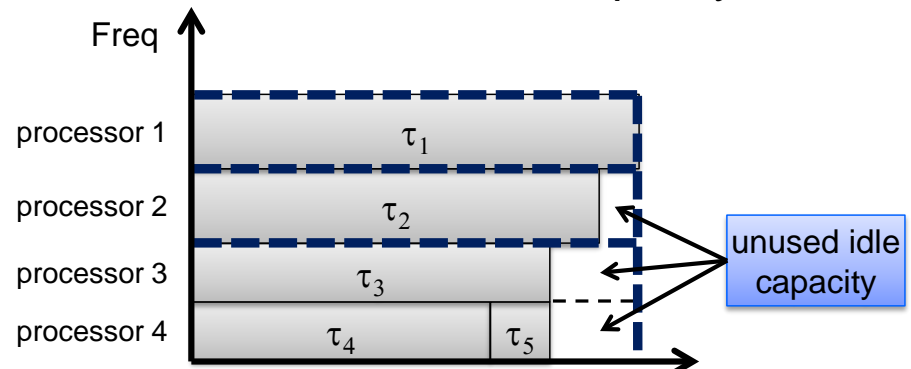
Overview

Voltage and frequency scaling (VFS) allows reducing the power consumption of a processor, and its speed.

VFS in real-time systems must ensure that the system remains schedulable.

Existing VFS algorithms for multiprocessors leave unused idle capacity.

- processor constraints
- algorithm constraints



Growing Minimum Frequency (GMF) algorithm achieves better power efficiency.

- removes algorithm constraint
- reduces impact of processor constraints



Problem Description

Given:

- multiprocessor platform supporting independent VFS, and
- a set of periodic tasks with implicit deadlines

Compute:

- frequency assignment that minimizes power consumption while meeting tasks' deadlines



Processor Power-Frequency Relationship

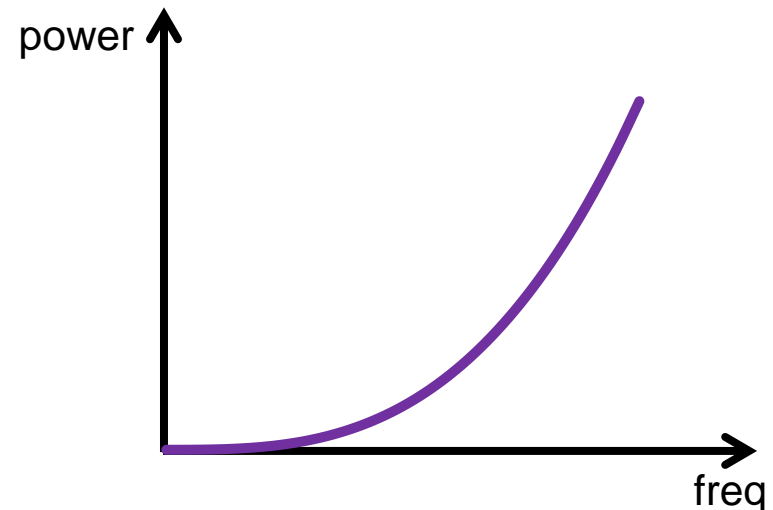
Dynamic power in processors is proportional to the product of the processor frequency and the square of the supply voltage.

$$P \propto V^2 f$$

In VFS, power can be reduced by reducing the frequency, which allows a corresponding reduction in the voltage.

Since voltage is proportional to the frequency we can approximate as

$$P \propto f^3$$



Task and Platform Model

Tasks

n : number of tasks

C_i : execution time of task τ_i , measured at the highest frequency

T_i : period of task τ_i

$D_i = T_i$: implicit deadlines

$u_i = C_i/T_i$: utilization of task τ_i

$U = \sum_{i=1}^n u_i$: total utilization

Platform:

m : number of processors (all identical)

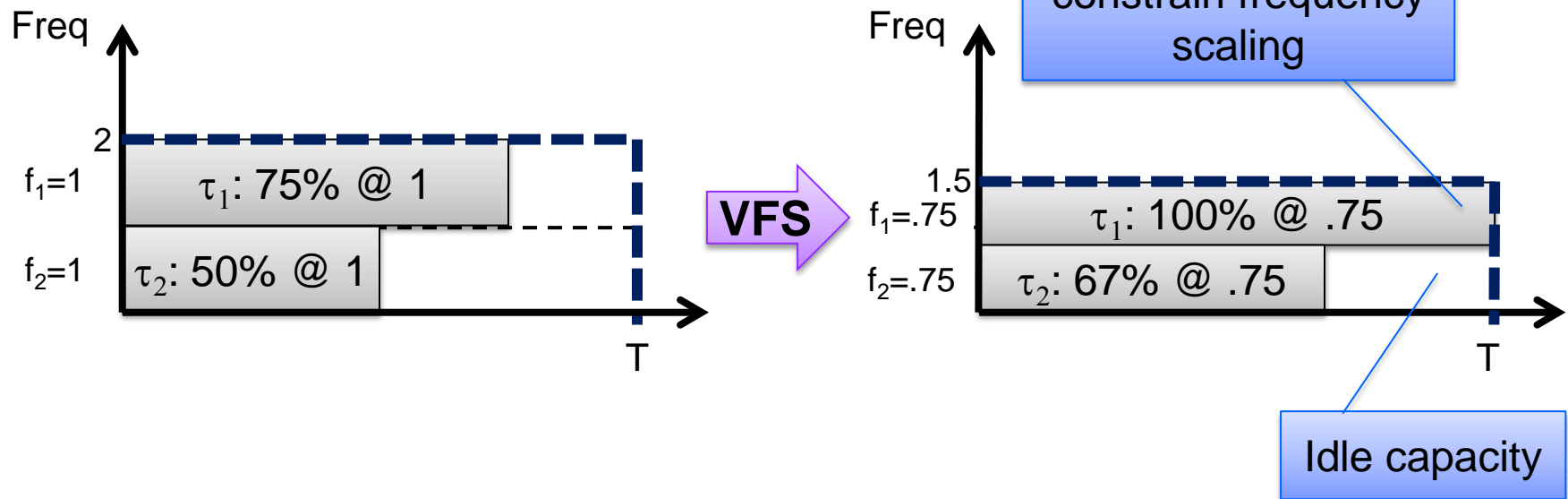
f_i : normalized frequency (1 = highest frequency) for processor i



Uniform Frequency Scaling

- All processors assigned the same frequency
- Tasks scheduled with an optimal global scheduler (e.g., LNREF)

$$f = \max(U/m, u_1, \dots, u_n)$$



Non-Uniform Frequency Scaling ¹

- Processor frequencies are assigned independently

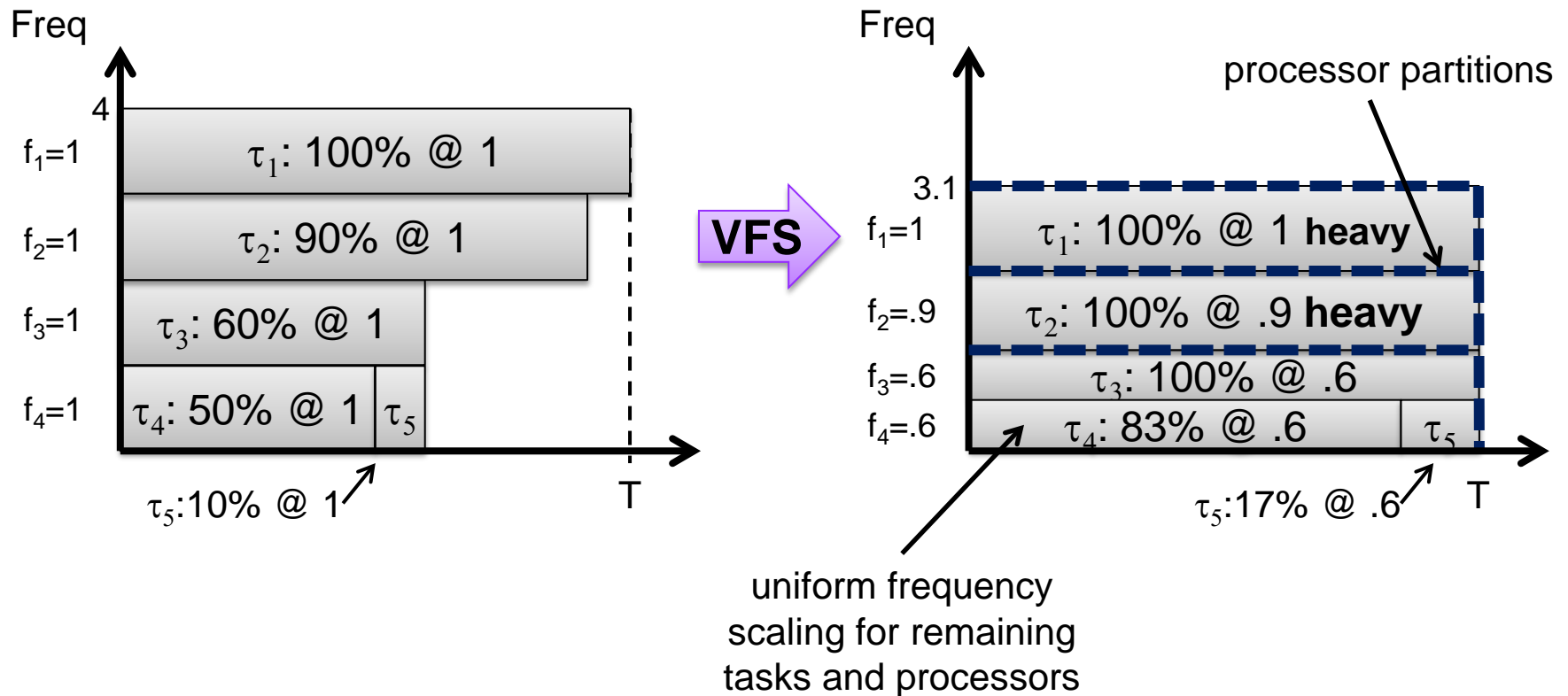
Decide Independent Frequency algorithm avoids heavy task bottleneck [Funaoka 2008]

- Task τ_i is heavy if its utilization would drive up the uniform frequency assignment for the remaining processors, i.e. $u_i > \frac{\sum_{j=i}^n u_j}{m-i+1}$
- Each heavy task is assigned its own processor
- Remaining light tasks globally scheduled in remaining processors with uniform frequency assignment



Non-Uniform Frequency Scaling ₂

Decide Independent Frequency is optimal if frequency can be scaled continuously (i.e. to any frequency in a range)

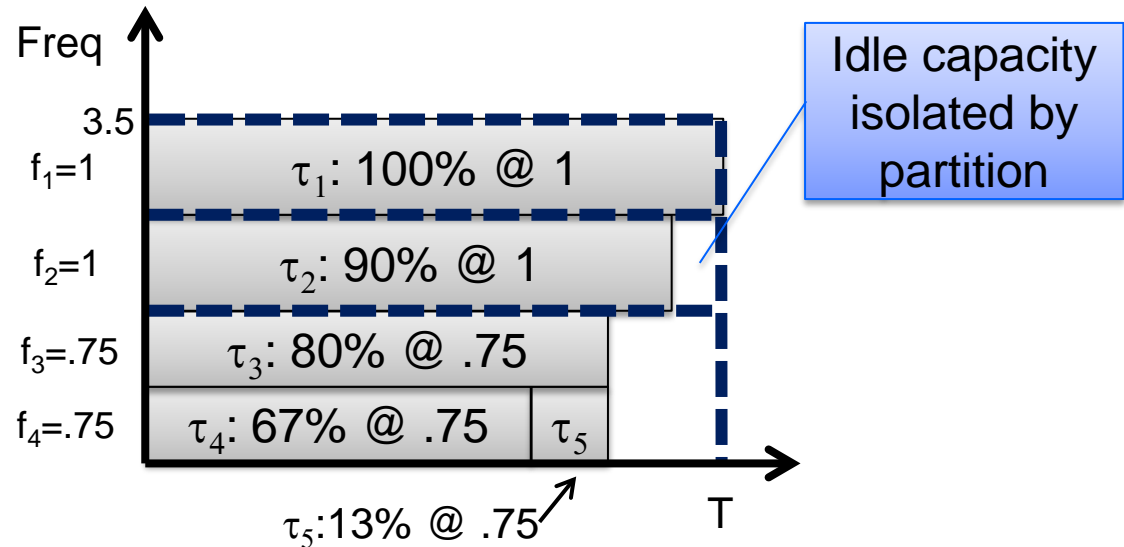


Discrete Frequency Steps

However, processors support a limited number of frequencies.

- DIF is not optimal in that setting
- Computing the optimal partition of processors and the frequency assignment is NP-Hard

Example: supported frequencies: 1, .75, .5



Achieving Better Power Efficiency

Two problems

- Discrete frequency steps force leaving idle capacity in processor partitions
- Unused capacity in a processor partition cannot be used by tasks assigned to other partitions

Observation: if we can optimally schedule tasks allowing them to migrate between processors running at different frequencies we can do better

- avoid the set partition problem (and its computational complexity)
- achieve better power efficiency
 - no fragmentation of platform capacity
 - capacity left by heavy tasks is not wasted



U-LLREF

U-LLREF [Funk 2010] is an optimal global scheduling algorithm for uniform multiprocessors

- an extension of LLREF (a DP-fair algorithm)
- processors can run at different frequencies

A task set is schedulable by U-LLREF on a platform if the following holds

$$\sum_{i=1}^k u_i \leq \sum_{i=1}^k f_i \quad \forall k \in \{1, \dots, m-1\}$$

$$\sum_{i=1}^n u_i \leq \sum_{i=1}^m f_i$$

where $u_1 \geq \dots \geq u_n$ and $f_1 \geq \dots \geq f_m$



Growing Minimum Frequency Algorithm

Overview: satisfy each condition of the U-LLREF test using the most power efficient assignment of frequencies (lowest possible and distributed as uniformly as possible)

assign the lowest frequency to all the processors

for $k = 1$ **to** m **do**

while k^{th} U-LLREF condition not satisfied **do**

 increase the frequency of the slowest
 processors in subset $1..k$ to the next
 frequency step

end while

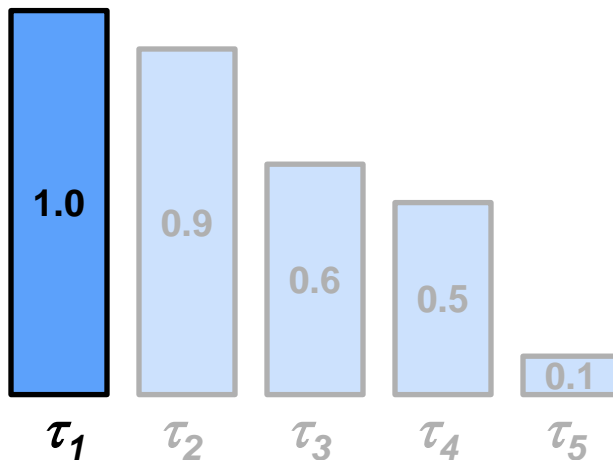
end for



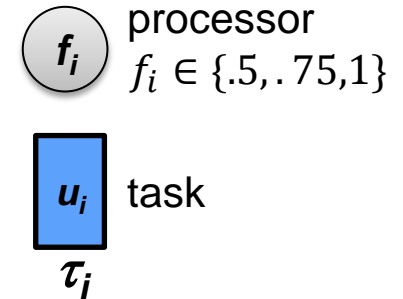
GMF Example 1

$k = 1$

slowest
↓



Key



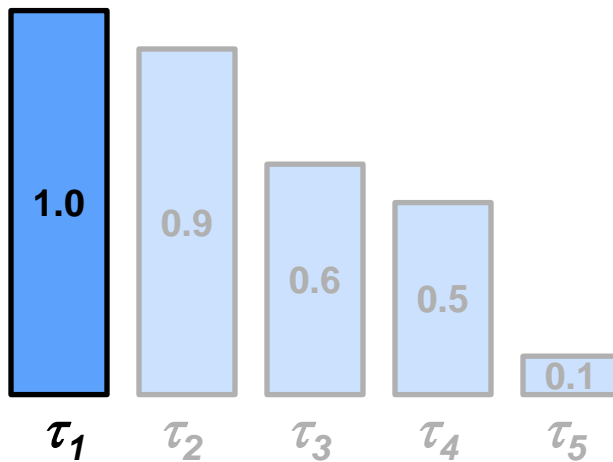
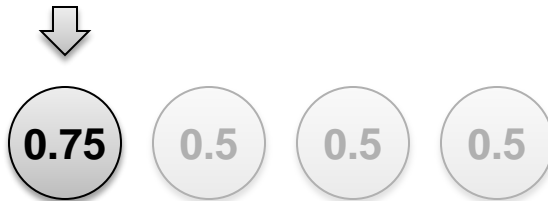
$$\sum_{i=1}^k u_i = 1.0 > \sum_{i=1}^k f_i = 0.5$$



GMF Example 2

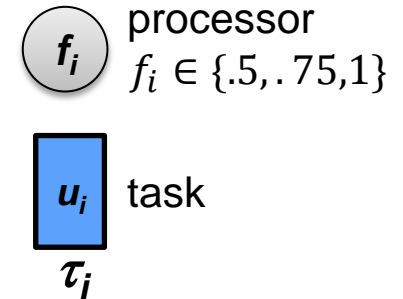
$k = 1$

slowest



$$\sum_{i=1}^k u_i = 1.0 > \sum_{i=1}^k f_i = 0.75$$

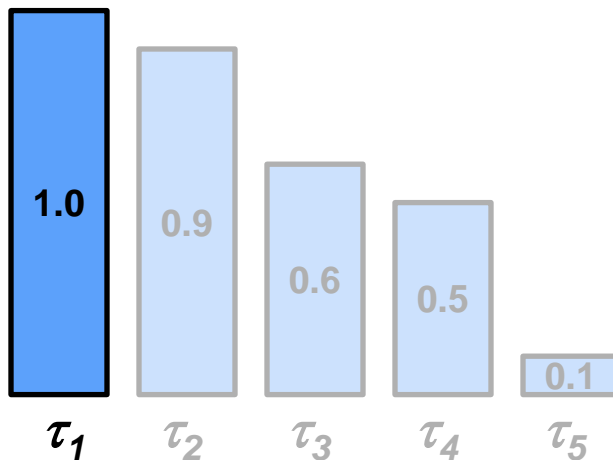
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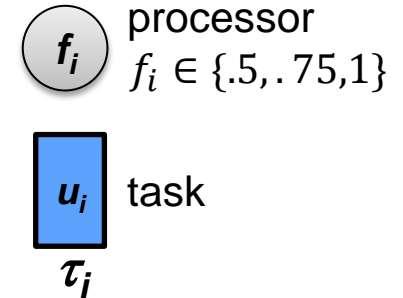
GMF Example 3

$k = 1$

slowest
↓



Key

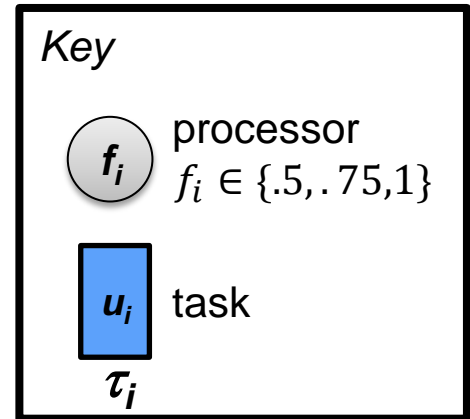
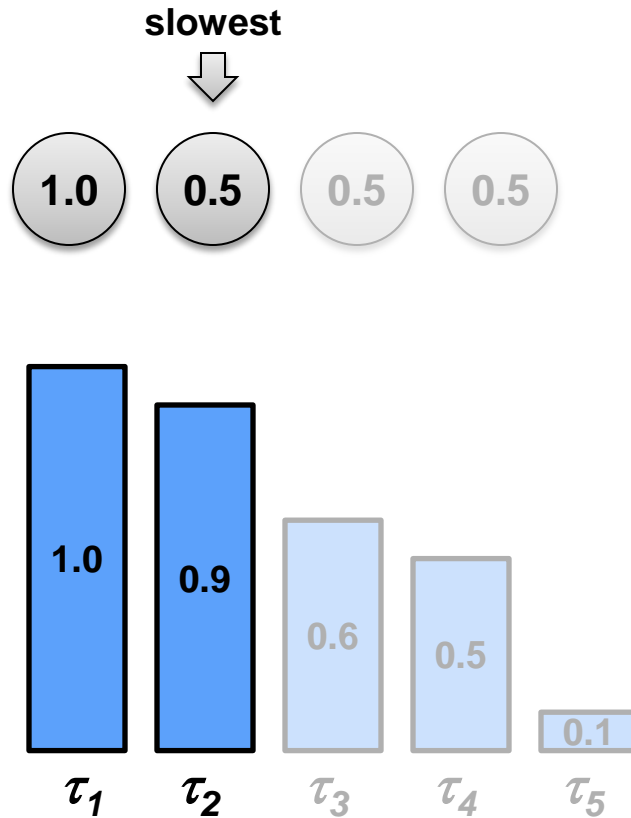


$$\sum_{i=1}^k u_i = 1.0 = \sum_{i=1}^k f_i = 1.0 \quad \checkmark$$



GMF Example 4

$k = 2$

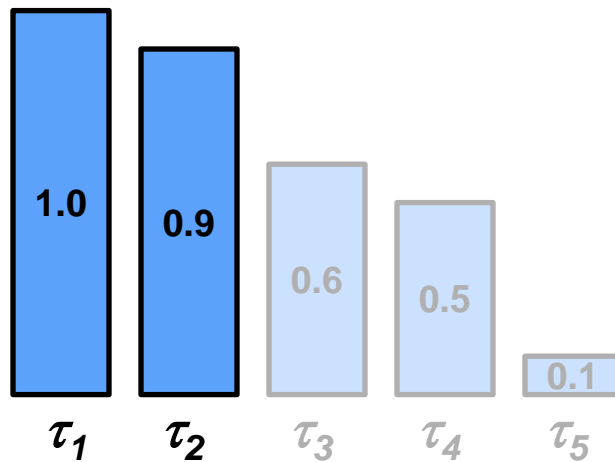


$$\sum_{i=1}^k u_i = 1.9 > \sum_{i=1}^k f_i = 1.5$$



GMF Example 5

$k = 2$



$$\sum_{i=1}^k u_i = 1.9 > \sum_{i=1}^k f_i = 1.75$$

Key

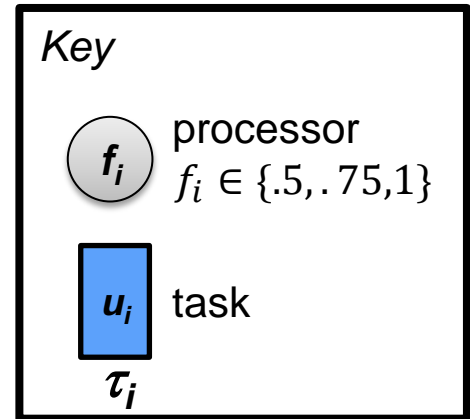
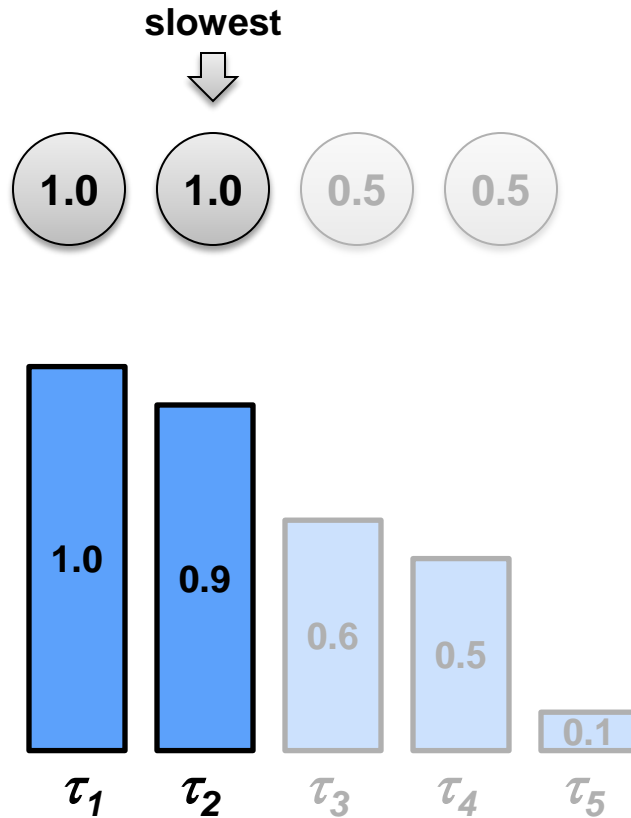
f_i processor
 $f_i \in \{.5, .75, 1\}$

u_i task
 τ_i



GMF Example 6

$k = 2$

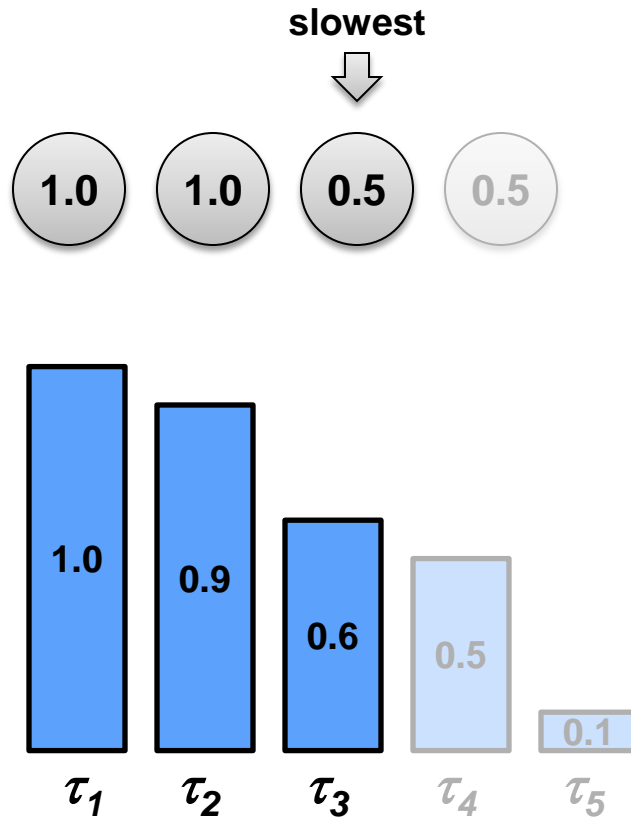


$$\sum_{i=1}^k u_i = 1.9 < \sum_{i=1}^k f_i = 2.0 \quad \checkmark$$



GMF Example 6

$k = 3$

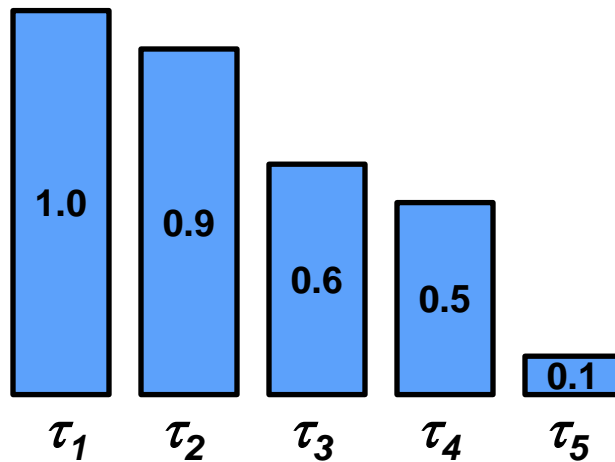


$$\sum_{i=1}^k u_i = 2.5 = \sum_{i=1}^k f_i = 2.5 \quad \checkmark$$



GMF Example 7

$$k = 4 = m$$



$$\sum_{i=1}^n u_i = 3.1 > \sum_{i=1}^m f_i = 3.0$$

Key

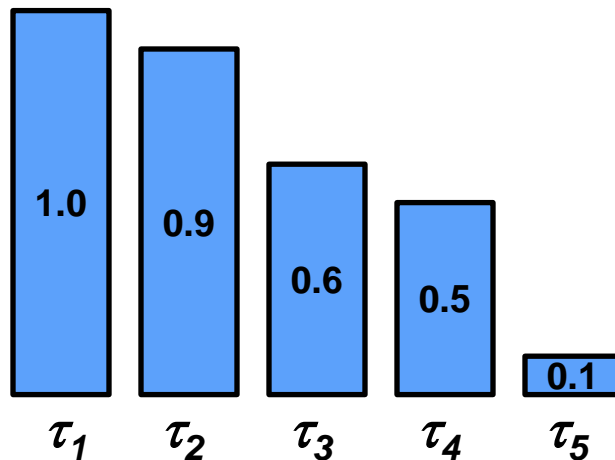
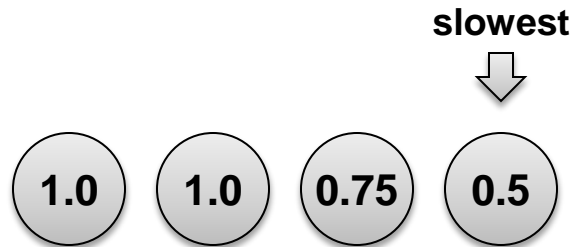
f_i processor
 $f_i \in \{.5, .75, 1\}$

u_i task
 τ_i



GMF Example 8

$$k = 4 = m$$



$$\sum_{i=1}^n u_i = 3.1 < \sum_{i=1}^m f_i = 3.25 \quad \checkmark$$

Key



processor
 $f_i \in \{.5, .75, 1\}$



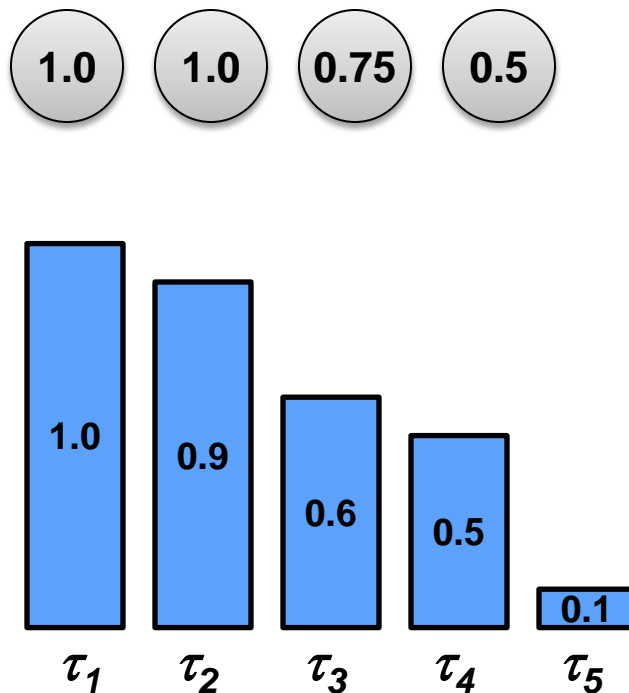
task

τ_i



GMF Example 9

In this case, frequency assignment is the same as in the Exhaustive partition search.



Evaluation

Randomly generated 15,000 tasksets

- utilization level ranging from 0.5 to 4 in steps of 0.25
- 1,000 tasksets for each utilization level
- each taskset composed of tasks with random uniform utilization

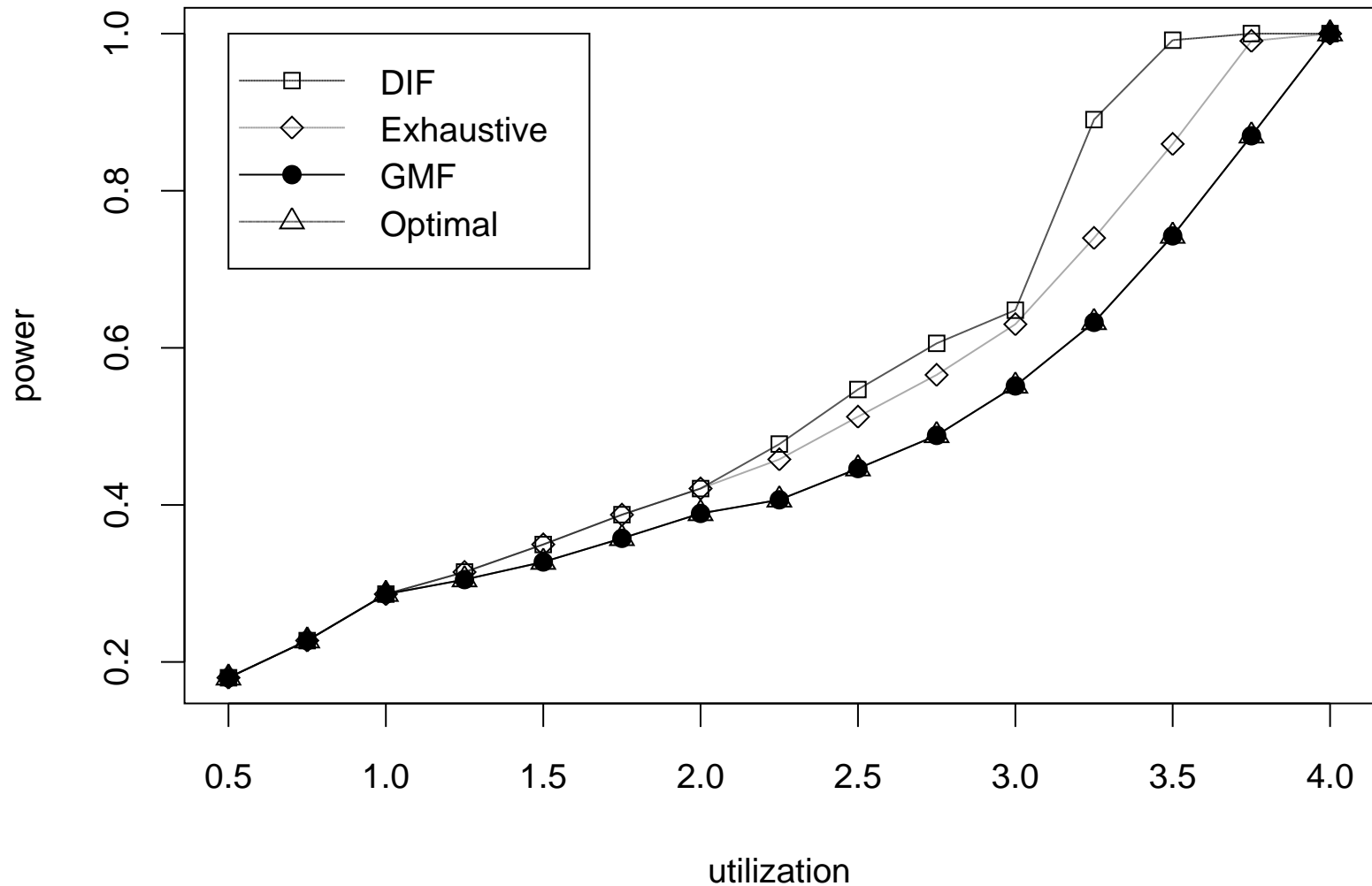
Used frequencies and voltages of three different quad-core processors

Computed frequency assignment and corresponding power with different multiprocessor VFS algorithms

- Decide Independent Frequency [Funaoka 2008]
- Exhaustive partition/frequency assignment search
- GMF
- Optimal (exhaustive frequency assignment w/o partitions)



Evaluation Results

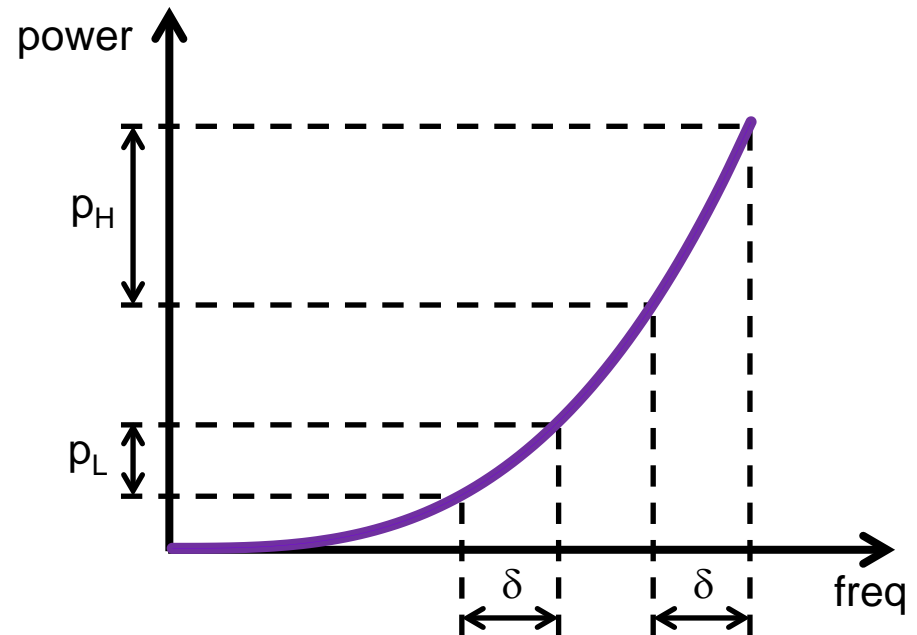


Optimality 1

GMF is optimal when the supported frequency steps are uniform.

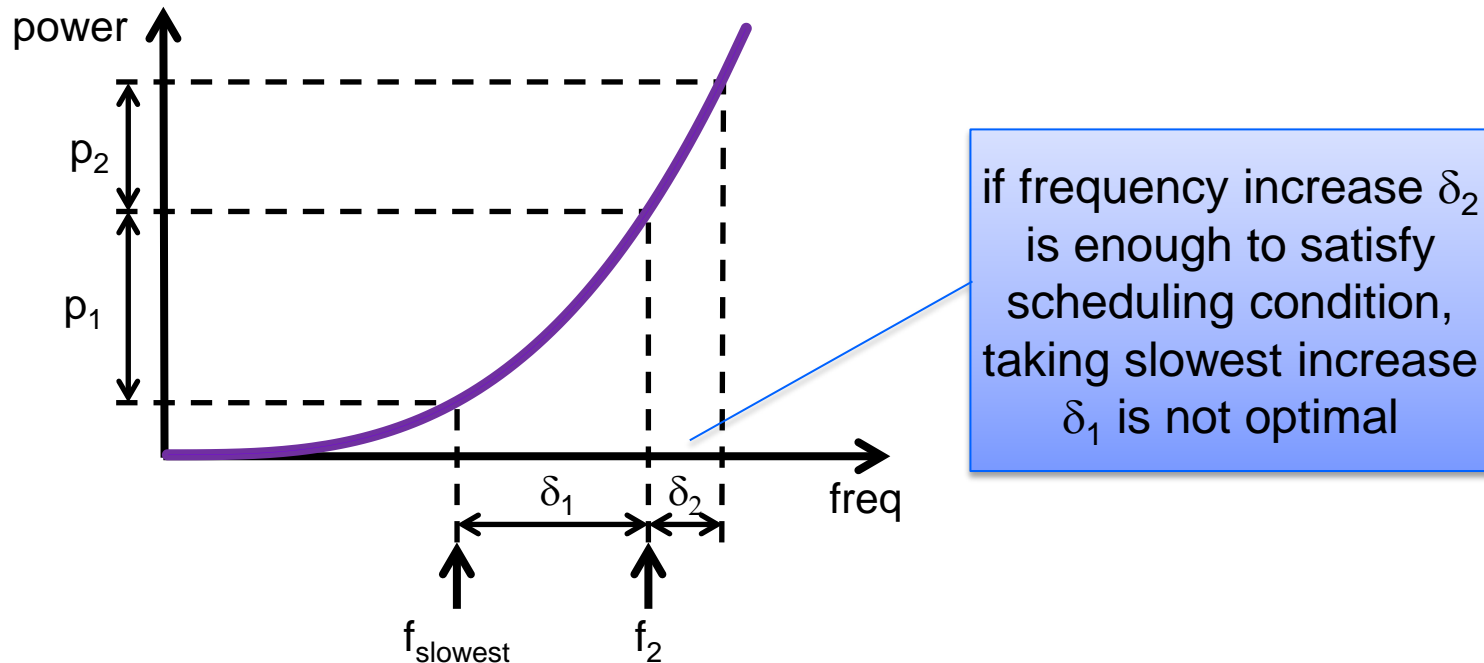
Proof intuition:

- Any frequency step we choose is the same in terms of speed
- Increasing the frequency of the slowest processor requires the smallest power increase
- The optimal frequency assignment for the first i conditions bounds from below the optimal assignment for the $i+1$ conditions
- GMF assigns frequencies as even as possible within that bound



Optimality 2

With non-uniform frequency steps, GMF may not optimal



We have observed that for some platforms with non-uniform frequency steps GMF is still optimal

- When the power steps associated frequency steps are non-decreasing



Conclusion

Growing Minimum Frequency (GMF) algorithm computes the optimal frequency assignment to minimize the power consumption of a real-time periodic taskset in a multiprocessor platform.

Evaluation results show up to 30% improvement over previous algorithms.

Avoiding partitioning allows GMF to achieve better power efficiency than optimal partitioned approaches.

